Series 3 Leagues & Cup Pay Out

League 1

Finish 1st £50, Finish 2nd £25

finals Night
Group 1-4 Winner £150, 2nd £100 3rd £60 4th £50
Group 5-8 Winner £60
Group 9-12Winner £40
Group 13-16 Winner £30

League 2

Finish 1st £25*, Finish 2nd Next year Entry Paid

finals Night
Group 1-4 Winner £80, 2nd £60 3rd £40 4th £30
Group 5-8 Winner £40
Group 9-12Winner £30
Group 13-16 Winner £20

League 3

Finish 1st £15*, Finish 2nd £Next Year Entry Paid

finals Night
Group 1-4 Winner £60, 2nd £40 3rd £30 4th £20
Group 5-8 Winner £40
Group 9-12Winner £30
Group 13-16 Winner £20

*Next season paid for

1 Frame Shout Out 1st £40 2nd £20 League Cup Knock Out 1st £40 2nd £20 Knock Out Cup 1st £80 2nd £40 losing S/F £20

Promotion & Relegation

Top 2 are automatically Promoted Bottom 2 are automatically Relegated 3rd plays 14th in a promotion play off 4th plays 13th in a promotion play off

League & Cup Dates

League 1,2,3 start on 12/09/16 finals nights are as follows however can be changed due to large sporting events

League 1 Saturday 25/02/17 League 2 Saturday 18/02/17 League 3 Saturday 11/02/17

League 1,2 & 3 knock out cup, Best of 15's starts on Cup week 10/10/16 all games must be played with in the week, The second round will be played on week 07/11/17 then you have 2 weeks to complete match from date of draw for next round

Cup Dates Saturday 19th November 6pm Start

1 Frame shout out League knock Cup (Best of 9's

Rules

All Money is to be paid by week 3 or you will be removed from the league no excuses.

All tables are to be booked

Only 4 matches to be on at any one

Can not play 2 matches in 1 day.

Practice before and after a match is chargeable

Matches are to be played in order.

Matches are to be played within a 2 week window of the date.

Games can not be played on a Tuesday night after 5pm (games would have to start by 3pm on a Tuesday

Any player who fails to complete fixtures will be removed form finals night lose deposit and not allowed to play in the next 2 season.

All final decision / disagreements are made / resolved by Brendan Sheridan